

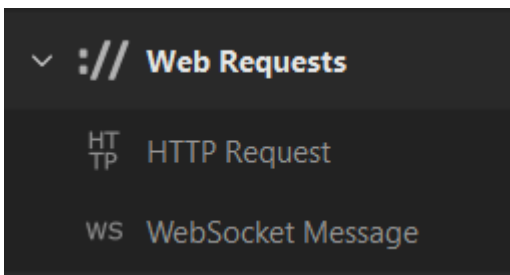
# Utilizing the Stream Deck Functionality

## The Recommended Way (WebSockets)

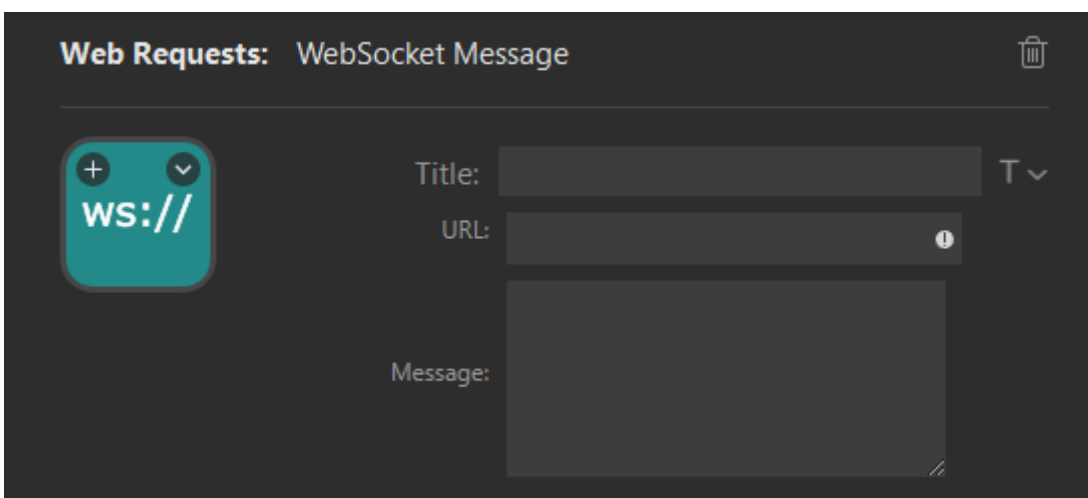
In order to use your Stream Deck with the Stream Chamber, you need to download the free plugin at this link and install it to your Stream Deck software.

<https://marketplace.elgato.com/product/web-requests-d7d46868-f9c8-4fa5-b775-ab3b9a7c8add>

Once you have done that, you should be able to see a category called Web Requests on the right side menu.



From there, you drag in the *WebSocket Message* option and should see this:



For this demo, we will use the idle screen as the scene we are creating the button for.

1. In the *Title* box, type "Idle"

2. In the *URL* box, you type "ws://127.0.0.1:30020" to connect to the web socket the Stream Chamber creates for you once it finishes launching. you *must* include the ws:// at the beginning otherwise this will not work
3. In the *Message* box, you need to copy and paste this code block below into it, as this is where the actual "magic" happens.

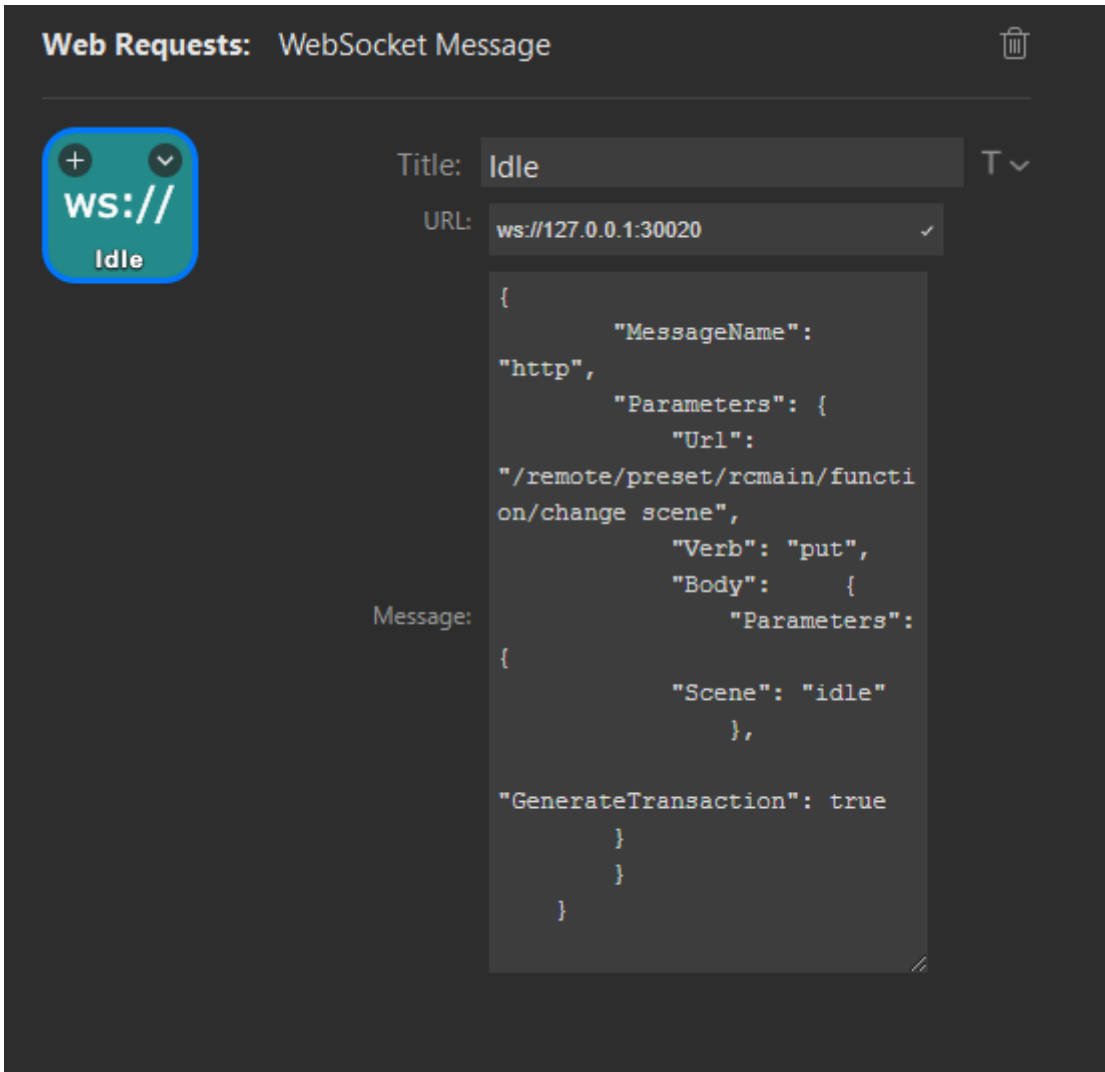
```
{
  "MessageName": "http",
  "Parameters": {
    "Url": "/remote/preset/rcmain/function/change scene",
    "Verb": "put",
    "Body": [{
      "Parameters": {
        "Scene": "idle"
      }
    }],
    "GenerateTransaction": true
  }
}
```

When you are creating the other buttons, you want to change line 8 to have the correct scene parameter. So for example, winner would be:

```
{
  "MessageName": "http",
  "Parameters": {
    "Url": "/remote/preset/rcmain/function/change scene",
    "Verb": "put",
    "Body": [{
      "Parameters": {
        "Scene": "winner"
      }
    }],
    "GenerateTransaction": true
  }
}
```

And the only difference is the word on line 8. Make sure to keep everything else, quotation marks and so on, as is, because the Stream Chamber expects the format in this specific way.

Your final button information should look like this:



You can, of course, change the look of the button (custom image coming soon), and this won't change any functionality.

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